# Toyota AD-830 User Guide

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11255 HWY 80 WEST #102,
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# READING DESIGNS INTO MACHINE MEMORY

1. Press the ' START POINT ' key.
2. Press the ' SET ' key.
3. Press the ' 2 ' key.
4. Press the 'CL' key.
5. Press the ' 1 ' key. (or other number as per your computer's instructions)
6. Press the ' SET ' key.
7. Press the ' ESC ' key.
8. Press the ' ESC ' key.

Note: The green 'data' light should begin flashing. This indicates the design is being transfered from the computer to the machine. The machine will beep and the green light will go out when the transfer is completed.

# *SELECTING DESIGN FROM MACHINE MEMORY*

1. Press the ' *START POINT* ' key.

2. Press the ' *SET* ' key.

3. Press the ' *1* ' key.

4. Press the ' *FRAME MOVE UP* ' key to select the desired design.

5. Press the ' *SET* ' key.

# DELETING INDIVIDUAL DESIGNS FROM MACHINE MEMORY

1. Press the ' START POINT ' key.

2. Press the ' SET ' key.

3. Press the ' 1 ' key.

4. Select the file to be deleted using the 'FRAME MOVE UP' key.

5. Press the ' CL ' key.

6. Press the ' ESC ' key.

7. Press the ' ESC ' key.

# DELETING ALL DESIGNS FROM MACHINE MEMORY

1. Turn the machine off.

2. Set DS1 , switch #1 to the right.

3. Turn the machine on.

4. Press the ' SET ' key.

5. Press the ' SET ' key.

6. Wait until the buzzer beeps and the bar graph moves across the top line.

7. Turn the machine off.

8. Set DS1 , switch #1 to the left.

9. Turn the machine on.

# SETTING OF AUTOMATIC COLOR CHANGE

1. Press the ' ***F1*** ' key.

2. Press the ' ***1*** ' key.

3. Select automatic color change by pressing the ' ***A/M*** ' button until the mode display shows 'auto'

4. Enter the numbers of the needles in the order you wish them to be used.

5. If you want the machine to stop after a color, press the 'STOP' button after entering the needle number.

6. Press the ' ***SET*** ' key.

# SETTING OF AUTOMATIC COLOR CHANGE

1. Press the ' ***F1*** ' key.

2. Press the ' ***1*** ' key.

3. Select automatic color change by pressing the ' ***A/M*** ' button until the mode display shows 'auto'

4. Enter the numbers of the needles in the order you wish them to be used.

5. If you want the machine to stop after a color, press the 'STOP' button after entering the needle number.

6. Press the ' ***SET*** ' key.

# SETTING OF MANUAL COLOR CHANGE

1. Press the ' *F1* ' key.

2. Press the ' *1* ' key.

3. Select manual color change by pressing the ' *A/M* ' button until the mode display shows ' manual '

4. Press the ' *SET* ' key.

Note: In this mode, the machine will stop after each color change. You will have to move the needles manually with the left and right needle move keys.

## MOVING FORWARD STITCH BY STITCH

1. Press the ' *F1* ' key.

2. Press the ' 2 ' key.

3. Press the ' *Frame Move right* ' key until the word ' STITCH ' appears.

4. Press the ' *SET* ' key.

## MOVING FORWARD COLOR BY COLOR

1. Press the ' *F1* ' key.

2. Press the ' 2 ' key.

3. Press the ' *Frame Move right* ' key until the word ' COLOR ' appears.

4. Press the ' *SET* ' key.

# SETTING HOOP SIZE CHECKING

1. Press the ' *START POINT* ' key.

2. Press the ' *F2* ' key.

3. Press the ' *1* ' key

4. Press the ' *Frame Move Down* ' key until the cursor is next to 'check'.

5. Press the ' *Frame Move Right* ' key until the display shows 'yes' or 'no'

6. Press the ' *SET* ' key.

Note: This function can only be set before the design sewing has started. Once you start sewing, this setting cannot be changed.

# CHECKING THE SIZE OF DESIGN

Note: The design must be fully loaded into the machine before using this function. (green light will stop blinking)

1. Press the ' ***START POINT*** ' key.

2. Use the ' ***FRAME MOVEMENT*** ' keys to select the start location.

3. Press the ' ***TRACE*** ' key.

The frame will move from the origin to the outermost design limits and back to the origin.

# SETTING DESIGN MIRRORING

1. Press the ' ***START POINT*** ' key.

2. Press the ' ***F2*** ' key.

3. Press the ' **2** ' key.

4. Press the ' ***Frame Move Down*** ' key until the cursor is next to 'mirror'.

5. Press the ' ***Frame Move Right*** ' key until the display shows either 'yes' ,'X' or 'Y' as desired.

6. Press the ' ***SET*** ' key

Note: This function can only be set before the design sewing has started. Once you start sewing, this setting cannot be changed.

# SETTING DESIGN ROTATION

1. Press the ' *START POINT* ' key.

2. Press the ' *F2* ' key.

3. Press the ' **2** ' key.

4. Press the ' *Frame Move Down* ' key until the cursor is next to 'rotate'.

5. Press the ' *Frame Move Right* ' key until the display shows the desired direction of rotation.

6. Press the ' *SET* ' key

Note: This function can only be set before the design sewing has started. Once you start sewing, this setting cannot be changed.

# SETTING REPEAT SEWING

1. Press the ' *START POINT* ' key.

2. Press the ' *F2* ' key.

3. Press the ' *3* ' key

4. Press the ' *Frame Move Down* ' key until the cursor is next to 'dir'.

5. Press the ' *Frame Move Right* ' key until the display shows the desired direction of repeating.

6. Press the ' *Frame Move Down* ' key until the cursor is next to 'times'.

7. Press the ' *Frame Move Right* ' key until the display shows the desired number of times the design should be repeated.

8. Press the ' *Frame Move Down* ' key until the cursor is next to 'space

9. Press the ' *Frame Move Right* ' key until the display shows the desired spacing between designs.

10. Press the ' *SET* ' key.

Note: This function can only be set before the design sewing has started. Once you start sewing, this setting cannot be changed.

# SETTING HOOP SIZE

1. Press the ' *START POINT* ' key.

2. Press the ' *F2* ' key.

3. Press the ' *1* ' key

4. Press the ' *Frame Move Down* ' key until the cursor is next to 'Hoop No'.

5. Press the ' *Frame Move Right* ' key until the hoop number and size appears.

6. Press the ' *SET* ' key.

Note: This function can only be set before the design sewing has started. Once you start sewing, this setting cannot be changed.

# SETTING AUTO HOOP CENTERING

1. Press the ' *START POINT* ' key.

2. Press the ' *F2* ' key.

3. Press the ' *1* ' key

4. Press the ' *Frame Move Down* ' key until the cursor is next to 'center'.

5. Press the ' *Frame Move Right* ' key until the display shows 'yes' or 'no'

6. Press the ' *SET* ' key.

Note: This function can only be set before the design sewing has started. Once you start sewing, this setting cannot be changed.

# READ DESIGN FROM COMPUTER
# SEW WITH MANUAL COLOR CHANGE

1. Press the ' *START POINT* ' key.

2. Press the ' *SET* ' key.

3. Press the ' *2* ' key.

4. Press the ' *CL* ' key.

5. Press the '*1*' key.

6. Press the ' *SET* ' key.

7. Press the ' *F1* ' key.

8. Press the ' *A/M* ' key until mode display indicates ' MANUAL '.

9. Press the ' *SET* ' key.

10. Use the frame movement keys to select the start location.

11. Press the ' *START* ' key.

## READ DESIGN FROM MACHINE MEMORY
## SEW WITH AUTOMATIC COLOR CHANGE

1. Press the ' *START POINT* ' key.

2. Press the ' *SET* ' key.

3. Press the ' *1* ' key.

4. Press the ' *Frame move up* ' key until desired pattern appears on the display.

5. Press the ' *SET* ' key.

6. Press the ' *F1* ' key.

7. Press the ' *1* ' key.

8. Press the ' *A/M* ' key until mode display indicates ' AUTO '.

9. Press the number keys corresponding to the sequence of color changes you want.

10. Press the ' *SET* ' key.

11. Use the frame movement keys to select the start location.

10. Press the ' *START* ' key.

# Error Messages

| | |
|---|---|
| EMERGENCY STOP | Emergency stop button was pressed |
| SEWING MOTOR LOCK | Needle drive motor is not moving correctly |
| X MOTOR LOCK | X direction motor is not moving correctly |
| Y MOTOR LOCK | Y direction motor is not moving correctly |
| BAD NEEDLE POSITION | Needle is not positioned correctly |
| THREAD BREAK | Breakage of upper thread or bobbin outage |
| RAM CHECK ERROR | Internal computer problem |
| RS232C COM ERROR | Failure of communication from machine to external device |
| RS232C CONNECT ERROR | Failure of connection from machine to external device |
| INTERNAL COM ERROR | Failure of connection inside of machine |
| TRIMMING ERROR | Motor lock due to trimming problems |
| THERMAL ERROR | Overheat of internal components |
| LIMIT ERROR | Frame moved beyond its limits |
| BAD START POSITION | Design is too big for the hoop chosen |
| BAD NUMBER | Use of an incorrect deign number during transfer from computer |